

Jongleur

Unlike other traveling entertainers in Gallia, the jongleur focuses less on telling stories and more on performing feats of contortionism, juggling oddly shaped objects, and occasionally eating fire. While the jongleur enjoys creating a spectacle, she is also aware of the importance of contrasting the dazzling with the silent. Occasionally jongleurs refrain from speaking at all when performing, allowing their silence to be filled by the musical accompaniment of minstrels in their company.

Most troupes of traveling actors and musicians have a jongleur in their company for reasons other than her entertainment value. The jongleur is a master of thrown objects, and along perilous roads and stretches of wilderness, her accuracy of aim is indispensable.

Jongleurs very rarely choose their path, instead finding it thrust upon them. Often, they come from humble backgrounds and discover rare “talents” that cast them as odd-balls among the townsfolk of their community. Jongleurs often start their careers as bards, rogues, and, strangely, barbarians. Occasionally, rangers, monks, and fighters become jongleurs to increase their repertoire of ranged weapons. Spell-casters rarely become jongleurs.

NPC jongleurs tend to be flashy individuals on stage and secretive individuals when they are not performing. Some use their abilities to become professional burglars or dungeon delvers, while others use their skills to protect those unable to protect themselves.

Hit Die: d8

Requirements

Base Attack Bonus: +3

Base Save Bonus: Reflex +4

Feats: Any one of the following: Acrobatic, Agile, or Deft Hands

Skills: Perform 8 ranks, Sleight of Hand 8 ranks, and any one of the following: Balance 4 ranks, Escape Artist 4 ranks, Tumble 4 ranks

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Exotic Weapon Proficiency (Bolas, Net, Shuriken), Evasion
2nd	+1	+3	+3	+0	Throw Anything
3rd	+2	+3	+3	+1	Contortion
4th	+3	+4	+4	+1	Bonus Feat
5th	+3	+4	+4	+1	Throwing Arm
6th	+4	+5	+5	+2	Dazzling Reflexes
7th	+5	+5	+5	+2	Pyro
8th	+6/+1	+6	+6	+2	Regurgitation
9th	+6/+1	+6	+6	+3	Savvy Charm
10th	+7/+2	+7	+7	+3	Bonus Feat, Improved Evasion

Class Skills (6 + Int modifier per level): Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently

(Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Class Features

Weapon and Armor Proficiency

The Jongleur is proficient with all simple weapons, all martial ranged weapons, plus bolas, net, and shuriken. Jongleurs are proficient with light armor, but not with shields.

Evasion (Su)

At 1st level, a jongleur gains the evasion ability. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if a jongleur is wearing light armor or no armor. A helpless jongleur does not gain the benefit of evasion. (If the jongleur has evasion prior to taking the jongleur class, she is granted improved evasion, as described below, instead.)

Throw Anything (Ex)

As a master of juggling, a jongleur learns to throw virtually anything. Although objects such as flaming torches, turkey legs, and musical instruments are not designed for combat, a jongleur has no trouble flinging these things at her opponents. She takes no penalty on her attack rolls and can throw her improvised weapons at a range of 20 feet. Because a jongleur has perfected her aim, she is able to achieve consistent damage with a variety of improvised weapons. Small thrown improvised weapons, such as turkey legs or rotten fruit, always do 1d4 damage. Middling improvised weapons, such as table legs or juggling clubs, do 1d6 damage. Larger improvised weapons, such as chairs or musical instruments, do 1d8 damage. If a jongleur rolls a natural 1 or a natural 20 on an attack roll with an improvised weapon, that weapon breaks apart and becomes useless. A jongleur can also throw weapons unintended for throwing (such as swords or maces) at a range of 10 feet for the weapon's normal damage. Any ranged weapon that would do less damage would instead inflict the damage from this special ability. For example, a shuriken in the hands of a jongleur inflicts 1d4 damage.

Contortion (Su)

A jongleur is trained to twist her body into strange and unusual positions, sometimes wrapping her legs behind her head or squeezing into a small box on stage. At 3rd level, a jongleur can use this special ability to make herself small enough to fit through a space normally used by one size class smaller. For example, a human jongleur can easily pass through doors designed for halflings, and a halfling jongleur can fit through tiny openings normally used by cats or other tiny animals.

Bonus Feat (Ex)

At 4th and 10th level, a jongleur may choose bonus feats from the following list even if she does not fulfill the prerequisites: Acrobatic, Agile, Deft Hands, Quick Draw, Deflect Arrows, Snatch Arrows

Throwing Arm (Su)

At 5th level, a jongleur's ability to throw takes on a supernatural quality, and any of her thrown weapons, improvised or otherwise, are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. She also gains a +1 bonus to attack and damage rolls with thrown weapons.

Dazzling Reflexes (Ex)

Because the jongleur's performances are nearly always based on her dexterity, at 6th level a jongleur begins to add her Dexterity bonus (if any) to any Perform rolls she makes. Likewise, a jongleur may add her Dexterity bonus to any Charisma based skills when dealing with someone who has seen her perform. This bonus stacks with the Charisma modifier for these skills.

Pyro (Su)

After performing with flaming hoops and juggling torches, a jongleur becomes very familiar with fire—so familiar that she begins to shrug off injuries related to fire. At 7th level, a jongleur gains resistance to fire 5.

Regurgitation (Su)

Among the ranks of jongleurs are performers who swallow swords and other items never intended to pass down the throat. When a jongleur reaches 8th level, she may swallow small objects such as keys, lockpicks, or rings and regurgitate them for later use. Regurgitation is a full round action.

Savvy Charm (Ex)

A jongleur learns to weave her acrobatics into her performances in such a way that the two are intertwined. Because of this, at 9th level a jongleur begins to add her Charisma bonus (if any) to any Dexterity based skills related to her acrobatic performances, including Balance, Sleight of Hands, and Tumbling. This bonus stacks with the Dexterity modifier for these skills.

Improved Evasion (Su)

At 10th level, a jongleur's evasion ability improves. She still takes no damage on a successful Reflex saving throw against an attack that normally deals half damage on a successful save, but she also takes no damage on a failed save. A helpless jongleur does not gain the benefit of improved evasion.